IN THE CLAIMS

Please amend the claims as follows:

Claim 1 (Currently Amended): A computer-implemented method for evaluating dynamic perspective distortion of a transparent body comprising the steps of:

producing a model of three-dimensionally curved shape of a transparent body having a predetermined refractive index;

determining an eye point at a side of the model of three-dimensionally curved shape and a virtual evaluation pattern having a plurality of evaluation points at the other side of the model of three-dimensionally curved shape;

observing, from the eye point, the a virtual evaluation pattern through the transparent body, extracting perspective evaluation points as images of the evaluation points, obtained by observing through the transparent body, in a two-dimensional picture image obtained by the observation, and obtaining distance values between adjacent perspective evaluation points;

determining a reference value, among the distance values, and

evaluating the dynamic perspective distortion of the transparent body by obtaining ratios of the distance values to the reference value, wherein

the virtual evaluation pattern is an orthogonal grid pattern.

Claim 2 (Currently Amended): The computer-implemented method of Claim 1, wherein:

the dynamic perspective distortion of the transparent body is evaluated based on the rate of change of the ratios of the distance values to the reference value.

Claim 3 (Currently Amended): The computer-implemented method of to Claim 1, wherein:

the minimum value among the distance values is selected as the reference value, and

the dynamic perspective distortion of the transparent body is evaluated based on the

maximum value among the ratios of the distance values with respect to the minimum value.

Claim 4 (Canceled).

Claim 5 (Currently Amended): The computer-implemented method of Claim 1,

wherein:

the transparent body is at least one selected from a glass sheet and a resinous plate.

Claim 6 (Currently Amended): The computer-implemented method of a transparent

body according to Claim 1, wherein:

the image seen through the model of three-dimensionally curved shape of the

transparent body is animation-displayed.

Claim 7 (Currently Amended): A computer-implemented method for correcting a

three-dimensionally curved shape of a transparent body, comprising the steps of:

producing a model of three-dimensionally curved shape of a transparent body having

a predetermined refractive index;

determining an eye point at a side of the model of three-dimensionally curved shape

and a virtual evaluation pattern having a plurality of evaluation points at the other side of the

model of three-dimensionally curved shape;

observing, from the eye point, the a virtual evaluation pattern through the transparent

body, extracting perspective evaluation points as images of the evaluation points, obtained by

observing through the transparent body, in a two-dimensional picture image obtained by the observation, and obtaining distance values ~~of~~ between adjacent perspective evaluation points;

determining a reference value, among the distance values;

evaluating the dynamic perspective distortion of the transparent body by obtaining ratios of the distance values to the reference value, and

correcting the three-dimensionally curved shape of the transparent body according to the evaluation, wherein

the virtual evaluation pattern is an orthogonal grid pattern.

Claim 8 (Currently Amended): The computer-implemented method of Claim 7, wherein:

the dynamic perspective distortion of the transparent body is evaluated based on the rate of change of the ratios of the distance values to the reference value.

Claim 9 (Currently Amended): The computer-implemented method of ~~to~~ Claim 7, wherein:

the minimum value among the distance values is selected as the reference value, and the dynamic perspective distortion of the transparent body is evaluated based on the maximum value among the ratios of the distance values with respect to the minimum value.

Claim 10 (Canceled).

Claim 11 (Currently Amended): The computer-implemented method of Claim 7, wherein:

the transparent body is at least one selected from a glass sheet and a resinous plate.

Claim 12 (Currently Amended): The <u>computer-implemented</u> method of Claim 7, wherein:

the image seen through the model of three-dimensionally curved shape of the transparent body is animation-displayed.